

TAITO®

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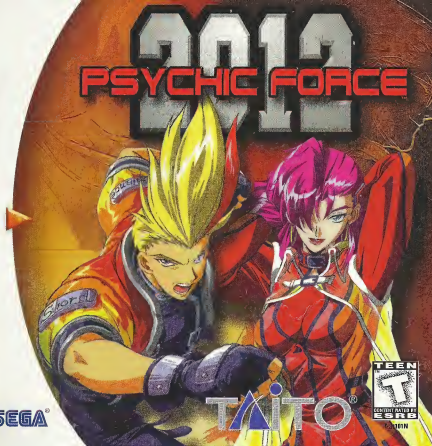
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2012
PSYCHIC FORCE



CAUTION

Anyone who uses the Sega Dreamcast should read the operating manual for the software and console before operating them. A responsible adult should read these manuals together with any minors who will use the Sega Dreamcast before the minor uses it.

HEALTH AND EPILEPSY WARNING

Some small number of people are susceptible to epileptic seizures or loss of consciousness when exposed to certain flashing lights or light patterns that they encounter in everyday life, such as those in certain television images or video games. These seizures or loss of consciousness may occur even if the person has never had an epileptic seizure.

If you or anyone in your family has ever had symptoms related to epilepsy when exposed to flashing lights, consult your doctor prior to using Sega Dreamcast.

In all cases, parents should monitor the use of video games by their children. If any player experiences dizziness, blurred vision, eye or muscle twitches, loss of consciousness, disorientation, any involuntary movement or convulsion, **IMMEDIATELY DISCONTINUE USE AND CONSULT YOUR DOCTOR BEFORE RESUMING PLAY.**

To reduce the possibility of such symptoms, the operator must follow these safety precautions at all times when using Sega Dreamcast:

- Sit a minimum of 6.5 feet away from the television screen. This should be as far as the length of the controller cable.
- Do not play if you are tired or have not had much sleep.
- Make sure that the room in which you are playing has all the lights on and is well lit.
- Stop playing video games for at least ten to twenty minutes per hour. This will rest your eyes, neck, arms and fingers so that you can continue comfortably playing the game in the future.

OPERATING PRECAUTIONS

To prevent personal injury, property damage or malfunction:

- Before removing disc, be sure it has stopped spinning.
- The Sega Dreamcast GD-RDM disc is intended for use exclusively on the Sega Dreamcast video game system. Do not use this disc in anything other than a Sega Dreamcast console, especially not in a CD player.
- Do not allow fingerprints or dirt on either side of the disc.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not modify or enlarge the center hole of the disc or use a disc that is cracked, modified or repaired with adhesive tape.
- Do not write on or apply anything to either side of the disc.
- Store the disc in its original case and do not expose it to high temperature and humidity.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Use lens cleaner and a soft dry cloth to clean disc, wiping gently from the center to the edge. Never use chemicals such as benzene and paint thinner to clean disc.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA DREAMCAST VIDEO GAME USE

This GD-RDM can only be used with the Sega Dreamcast video game system. Do not attempt to play this GD-RDM on any other CD player; doing so may damage the headphones and/or speakers. This game is licensed for home play on the Sega Dreamcast video game system only. Unauthorized copying, reproduction, rental, public performance of this game is a violation of applicable laws. The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

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LOADING

1. Make sure the power is OFF on your Sega Dreamcast Console.
2. Insert your Psychic Force™ 2012 disc into the Control Deck as described in the instruction manual.
3. Insert Controller into Controller Port A.

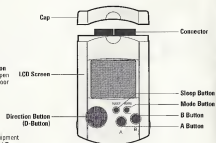
NOTE: Psychic Force 2012 is for 1 or 2 players. Before turning the Dreamcast power ON, connect the controller or other peripheral equipment into the control ports of the Dreamcast. To return to the title screen at any point during game play, simultaneously press and hold the A, B, X, Y and Start Buttons. This will cause the Sega Dreamcast to soft-reset the software and display the title screen.

4. If you wish to save a game, insert a VMU (Visual Memory Unit) memory card (sold separately).
5. Press the power button ON. Important: Never touch the Analog Thumb Pad or Triggers L/R while turning the Sega Dreamcast power ON. Doing so may disrupt the controller initialization procedure and result in malfunction.

SEGA DREAMCAST HARDWARE UNIT

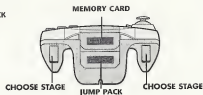
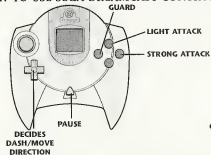


VISUAL MEMORY UNIT (VMU)



DEFAULT CONTROLS

HOW TO USE SEGA DREAMCAST CONTROLLER



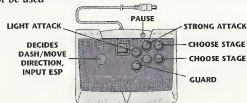
This product is compatible with **CONTROL PORT A & B** only. Also, the memory card is only compatible to controller's Extended Socket 1 that is connected to **CONTROL PORT A**. The operation explained in this manual is the default setting. You can change the setting in Option Mode (page 18).

Warning on Use of Memory Card

- In order to save a file, a memory card (visual memory unit, sold separately) is needed.
- In order to save a file, at least 9 blocks of free memory are necessary.
- Do not turn off the machine, insert or eject memory card and other extended units and controllers while the file is being saved.

HOW TO USE THE ARCADE STICK

- *Jump Pack cannot be used on Arcade Stick.*



STORY

Year 2010 – Psychics, people endowed with exceptional ESP abilities, attempt to live peacefully in the world. Nevertheless, they are pursued by governmental authorities for possible military application. The government believes Psychics can replace the world's reliance on nuclear armaments. Psychics are rounded up and subjected to the most inhumane of experiments. Many perish during these tests.

In order to save his remaining comrades and create a utopian society, a lone Psychic, Keith, forms a rebellious Psychic Group to fight the human race. The group is named Noah. Regrettably, Keith's initial utopian ideals are gradually transformed as the world is eventually conquered and ruled by Noah.

Keith's best friend, Burn, begins to question Noah's destructive tendencies. Without a prescribed plan, Burn challenges Keith head on. In the name of promoting justice, the two enter into a protracted battle. The battle dramatically concludes due to the treachery of Wong. While Keith and Burn are inside Noah's underground fort, Wong blows up the fort, annihilating almost everyone inside. Keith and Burn disappear in the ensuing flames....

Survivors captured by Wong are sent to join the Psychic Army. Tragically, not only do the Psychics lose their leader, Keith, but once again they become lost children in the Darkest of Ages.

Now it is 2012. Neo-Noah's announced mission to resurrect Keith brings the group into direct conflict with the Psychic Army lead by Wong. It marks the beginning of a period of endless battles.

GAME MODES

ARCADE MODE

For 1 or 2 players. The Arcade Version of "Psychic Force 2012". Try to "Clear All" fighting against 8 opponents. A second player can Barge In during gameplay.

STORY MODE

For 1 player. In this mode, each character's story unfolds between the episodes. When you "Clear All" you can see the ending demo.

TRAINING MODE

You can practice Combo and/or ESP moves against the character of your choice. You can choose the setting to train yourself with various opponents.

VS HUMAN MODE

2 Players can play against each other. (In this mode, 2 controllers are necessary.)

VS COMPUTER MODE

You can play against the computer with VS Human Mode rules.

WATCH MODE

You can choose characters and watch them fight against each other (computer vs. computer fight).

OPTION MODE

You can set the difficulty of the game, configure your controller, and set other options to your preference.

RECORDS

You can view the Time Score Ranking and the usage of each character expressed in percentage.

HOW TO PLAY

BASIC FLOW OF THE GAME

This is common to Arcade, Story and each VS mode.

SELECT CHARACTER/PLAY STYLE

Select the character(s) and the play style you wish to play and finalize your selection with the **A/B BUTTON**.

BEGIN FIGHTING

1-to-1 fighting against the opponent. You can win the round by damaging the opponent and emptying the opponent's stamina gauges.

DECIDING THE WINNER

When you win a specified number of rounds, you can advance to the next stage. (In VS Mode, the screen will go back to character selection.)

PLAY STYLE

You can select one of two performance levels depending on your preference.

NORMAL – For advanced players. In this play style a player can control the character's specific action. Defense during the fight, Psycho Charge, and choosing the ESP launching direction are all done by the player; i.e. (s)he has a total control over his/her character's action.

BEGINNER – This is the beginner's play style where the character can be easily controlled. Some basic character actions are performed automatically.

- Automatically guards himself/herself from opponent's attack for a given number of times.
- Automatic Psycho Charge when the character freezes. Player cannot choose the ESP launching direction.

RULES

ARCADE/STORY MODE

- Choose a character and battle it out with 8 opponents.
- Attack the opponent until his/her stamina gauge is zero and you will win.
- When the timer clock runs out during a round, the character with more stamina remaining will win. In Story Mode there is no time limit.
- Each time you defeat an opponent in Story Mode, you'll face a new enemy in a new episode.
- If you do not win a specified number of rounds or you had a draw game in each stage of the final round, the game will be over. You can continue the game as many times you would like.
- If you continue a game, your Time Score points will carry over.
- In Story Mode, you cannot change your character when you continue the game.

EACH VS MODE AND BARGE-IN

- During Arcade Mode play, you can Barge-In (start playing VS Human Mode) by pressing the Start Button on the controller that is not in use.
- When the timer clock runs out, the battle will carry over into a sudden-death game round in a smaller Psy-Arena.

- When there was a Double KO in the final round, that game will be counted as a draw game. For Barge-In game, it would be over for both players.
- In the Barge-In game, only the winner can continue to play. The game will be over for the loser.

RULES ON SUDDEN DEATH

At the beginning of a sudden-death game, both player's stamina gauges will be zero and psycho charge will be 200%, so one shot will decide the winner. When the time runs out, both fighters will be awarded with a win. The combat area will be smaller and you will have to fight in a smaller battlefield than usual in each round following a Sudden Death match. (When you select "Smallest" for Field Size in Option Mode, every round will be set to this size.)

KEKKAI


The Psy-Arena, Kekkai has the following characteristics:

- When you are blown away by the opponent's attack and hit the wall of the arena, you will "freeze" (become defenseless for a moment), and will not be able to protect yourself from the opponent's attack. In other words, you give your opponent an opportunity to further attack and perhaps destroy you.
- When you freeze, rapidly press the left and right directional button to reduce your recovery time.

Learning the characteristics of Kekkai and making use of them will be your first step to winning a game.

BASIC MOVES

The following is the default control setting. You can change the button assignment in the OPTION Mode.

MOVE		Press the DIRECTIONAL BUTTON where you want to move. The character will move in the direction that you press.
GUARD		Press the X BUTTON . You can guard against opponent's attacks or barrier breaks from the direction you are facing. However, you cannot protect yourself from attacks from behind, and you may get 50% of your ESP damaged.
LIGHT ATTACK		Press Y BUTTON near your opponent. You can give successive punches, and it is a relatively low risk attack. The punches are not so strong, but most successive hit techniques stem from this.

STRONG ATTACK**B**

Press **B BUTTON** near your opponent. Although you can inflict heavy damage, you leave yourself wide open to your opponent's attacks. It is a risky attack, but if you hit the opponent, you can blow them away.

NORMAL BLAST**Y**

Press **Y BUTTON** at a distance from your opponent. You can run away from the opponent without sparing Psycho Gauge. Shooting while pressing the direction button can change the direction of your shooting direction. (When you select the auto-guard, you cannot choose the direction.)

GRABBING**X + Y**

Press **X+Y BUTTONS** while contacting the opponent. This technique allows you to grab your opponent and deliver a punishing close-up blast. You can also penetrate the opponent's Guard and give lots of damage.

SPECIAL MOVES**DASH****Y + B**


Press **Y+B BUTTONS** at the same time while pressing the **DIRECTIONAL BUTTON**. This is the essential action to avoid opponent's attacks or to approach the opponent fast.
Note: You can input the ESP command while dashing and the command will take effect when the dash is over.

QUICK DASH**Y + B**

Press **Y+B BUTTONS** at the same time (don't press directional button). This is the dash movement heading towards the opponent. This is much faster than the standard Dash, and has the following characteristics:

- Automatically homes in on your opponent.
- Allows you to pass through your opponent's normal shots with no damage.
- Allows you to input Light Attack/Strong Attack/Grab/Barrier Break in mid-dash.
- When an opponent attacks you while quick dashing, you will take more damage than usual.

SLIDE DASH
Y + B

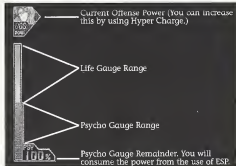
Press **○ or ○ DIRECTIONAL BUTTON** and **Y + B BUTTONS** at the same time. You can dash as if making an arc. This is mainly a feint move. You can get away from the opponent's attack at the moment when you start the slide dash.

PSY-ARENA

In order not to damage surrounding structures Psychic warriors conduct their battles within the confines of a giant cube-shaped venue called a Psy-Arena. This psychic barrier is made up of the coalesced energy of gathered psychics. By blowing your opponent against the Psy-Arena, you can inflict grave damage and leave them dangerously exposed to further attacks. Remember this fact and use it wisely.

PSYCHIC METER AND PSYCHIC ATTACKS

This is meter shows Psycho Power that is needed for players to use ESP or perform special actions. The meter will increase or decrease depending on the player's operation.



Psycho Gauge Max value will increase from the opponent's damage or from the Hyper Charge.

WHAT IS THE PSYCHO METER?

You can see how much Psycho Power you still have from this meter. The power will decrease when you use the Psychic attack that will affect the gauge and will increase the consumed power by use of the Psycho meter.

When your life gauge decreases due to attacks from your opponent, that part will be treated as Psycho meter range. In other words, when your stamina is lowered and you are in a pinch, it is easier for you to use the ESP techniques.

Also, by performing HyperCharge, your life gauge will decrease and Psycho Meter range will increase, and (only in this case) all the character's attacking power will increase. Therefore, by performing HyperCharge, you can plan an extensive strategy.

PSYCHO CHARGE



Hold down the **X/Y/B BUTTONS** at the same time. You can recover the Psycho Meter that was consumed. When you release the button, you can interrupt the charging. While you are charging, you cannot make any other actions.

HYPER CHARGE



Press the **X/Y/B BUTTONS** at the same time and **ROTATE the DIRECTIONAL BUTTON 360 DEGREES**. You can increase the Psycho Meter and attacking power (only possible when the Psycho Meter is at Max). While you hold down the buttons, the Life Gauge decreases and Psycho Meter will increase.

ESP TACTICS

This is the key to producing powerful attacks. There are individual ESP techniques/controls assigned to each character. When you press the buttons in a specific order, you can use powerful ESP tactics. The amount of Psycho Meter usage is predetermined and you cannot perform ESP tactics if the remainder is less than the amount to be consumed.

- You can activate the technique no matter where the character is facing by entering the same command.

FOR EACH TECHNIQUE:

Choosing the direction to shoot: Press the direction button plus the button that you used for the technique before activating the technique.

Normally the ESP Tactic will be launched in the direction of the opponent, but certain attacks can be launched in the direction that you specify. By forecasting the opponent's movement, you can shoot the shot in that direction. With this kind of technique, the fighting will become more exciting.

SEE TACTIC TABLE

Additional Command. After launching the technique, enter the specific command (see Character section.) Entering a specific command after launching a specific technique can modify some ESP techniques' characteristics.

BARRIER AND PULSES

BARRIER GUARD



Rotate the **DIRECTIONAL BUTTON 360 DEGREES** while holding down the **X BUTTON**. You can protect yourself from opponent's attacks in any direction except for the barrier breaks. You release the barrier when you release the **X BUTTON**. While your barrier is on, your Psycho Gauge will drain.

AVOIDANCE BARRIER



Press **○ or □ + X BUTTON** as soon as you are blown away by the opponent. This is the barrier to defend yourself from your opponent's further attack after a Combo attack. This is effective to defend yourself from huge damage after a Combo attack, but this does not prevent you from the barrier break and will consume 50% of your Psycho Meter.

PSY PULSES



Give successive shots by pressing **Y or B BUTTON** when you are down. This is good to protect you from the opponent's further attack when you are down, and you can fight back at the same time. This can also be used when you hit yourself against the wall or after you fall down. Depending on the button you use to shoot, the time that it will take to go into effect and the effective range will vary. It will consume 25% of your Psycho Meter.

WEIGHT-DEPENDENT COMBO

Each character is assigned specific Combos (successive techniques).

By pressing each attack button in a timely manner, you can create a Combo which will give huge damage to your opponent. Combo pattern is assigned depending on character's weight.

Ⓐ = LIGHT ATTACK BUTTON

Ⓑ = STRONG ATTACK BUTTON

LIGHT WEIGHT

Might, Patty, Wendy, Genshin, Emilio

- Generally their offense is fast
- When blown away, they fall back a long distance

MIDDLE WEIGHT

Carlo, Regina, Setsuna

- They possess average characteristics

HEAVY WEIGHT

Gudeath, Gates

- Generally they have high offensive power
- When they are blown away, they fall back a short distance

ESP technique works as a successive technique only when advance input was done. Depending on the situation and technique, it may not lead to successive attacks.

By changing the timing of attack buttons, you could change the speed of the whole combo.

ARCADE/STORY MODE

ARCADE MODE

- 8 stages and you fight against one opponent at a time.
- When you attain the best record, you are able to input your name.
- It is possible to do the Barge-In.

STORY MODE

- A story demo will be played between each episode. You can skip the demo by pressing the **START BUTTON**.

You cannot Barge-In or change the character when you opt to continue.

GAME SCREEN

(WHEN ONE PERSON IS PLAYING WITH ONE CONTROLLER)

- ① **Used Character**—The player's character and its name.
- ② **Attacking Power**—When you hyper charge, it will go beyond 100% and reaches 200% maximum.
- ③ **Life Gauge**—The remaining stamina. When this reaches 0, you lose.
- ④ **Psycho Meter**—The remaining Psycho Meter. By performing Psycho Charge, this can be recovered.
- ⑤ **Time remaining**—The remaining time of that round. When this reaches zero the round is finished.
- ⑥ **Victory Mark**—The number of wins in this round.
- ⑦ **Time Score**—Total time of fight so far (only for Arcade Mode).
- ⑧ **Number of Auto Guard**—Number of Auto Guard that remains. When this reaches 0, you cannot auto-guard.
- ⑨ **Number of Successive Hits**—When you manage to do successive attacks, this will show the number of hits.
- ⑩ **Number of Successive Victories**—Barge-In or each VS mode shows the number of wins and losses.



TRAINING MODE

CHARACTER/PLAY STYLE SELECTION

Choose the character you want to play and the character you want to practice against. The practice stages can be chosen with the **L/R TRIGGER**. If you do not select one, a stage will be chosen at random.

SETTING THE CONDITION

You can set the Psycho Meter and Attacking Power by using the **DIRECTIONAL BUTTON UP** and **DOWN**, or **L** and **R**. You can start practicing by pressing **A** or **B BUTTON**.

BEGINNING PRACTICE

When you start practicing, the number of hits, amount of damage and the buttons that you pressed will be displayed as a guideline for your practice. When the successive hits are interrupted, the opponent will perform a barrier.

PAUSE MENU

(Pressing the **START BUTTON** during practice)

Position Reset – You can place the opponent character in the middle of the screen and resume your practice.

Status Reset – You can reset the gauge to the initial set amount and resume your practice.

Button Display – You can turn on/off the screen button display with the **DIRECTION BUTTON** by going **L** or **R**.

Com Setting – You can open the menu to set the opponent's action (see below).

Player Select – You can go back to character selection screen.

Quit Game – You can finish the training mode and go back to the title screen.

COM SETTING ITEMS

Retreat Barrier – You can set whether your practice opponent can perform the Avoidance Barrier when your practice opponent is blown away.

Com Move – You can set the opponent's action by using the **L/R DIRECTIONAL BUTTONS**.

- Off – Will not do anything but Barrier Guard or Avoidance Barrier.
- Fighter type – will do Combo with quick dash.
- Shooter type – will move in distance and perform ESP techniques.
- Mix Type – Will do the same move as the CPU (at the difficulty level you set in Option Mode).

VARIOUS VS MODE

SELECTION OF FIGHTING METHOD

In the Main Screen, you can choose from 3 options, "VS Human", "VS Com" or "Watch". For VS Human, you will need 2 controllers to choose that option.

CHARACTER SELECTION AND HANDICAP SETTING

Choose the characters for each fighter and the play style. The more star mark handicaps that are displayed, the stronger that character's attacking power will be. You can also select a stage by using the **L/R TRIGGER**.

DECISION OF WINNER AND LOSER

When the fight is over, the result screen will come up for VS Human mode, and for other modes the menu screen will be displayed.

HOW TO READ THE RESULT SCREEN (ONLY ON VS HUMAN)

By using the **UP/DOWN DIRECTIONAL BUTTONS**, you can see the characters that you cannot see on the screen.

WIN – the number of wins for that character.

LOSE – the number of losses for that character.

DRAW – the number of draws for that character.

RESULT MENU – you can select the following action (see next page).

RESULT MENU

RETRY – You can fight against the same characters and from the same stage at the time of game over.

PLAYER SELECT – It will take you back to the character select screen and change your character.

QUIT GAME – you can finish the VS mode and go back to the Title Screen.

RECORD

Record Screen - Select Records in the title screen. You can select the character's score that you want to see by using **L/R DIRECTIONAL BUTTON**.

Character Usage Screen - By using **UP/DOWN DIRECTIONAL BUTTON**, you can see the character usage. The number of characters that were used will be shown for the whole modes except for Watch mode and training mode. By using up – down directional button, you can go back to the Record Screen.

Appearance of Secret Character - By continually playing Psychic Force 2012

and by fulfilling certain conditions, you may use a secret character. There are 5 of them, and you will have to clear all stages for each mode.

View Change Function - Only when you are in Watch mode, you can automatically change the camera angle. During the pause menu, choose ON for VIEW CHANGE.

OPTION MODE

Use **DIRECTIONAL BUTTON UP** or **DOWN** and using **A/B** will take you to the setting screen.

Key Config - You can set the controller.

Game Setting - You can set the game options to your liking.

Sound Setting - You can set the audio options.

Data Save/Load - You can set the memory options.

Exit - You can go back to the title screen.

KEY CONFIG

Press the button that you want to change or the **DIRECTIONAL BUTTON UP** or **DOWN** and you can set its function by using the **DIRECTIONAL BUTTON R/L**. You can assign basic operation where you normally need to press two keys simultaneously.

You need to assign Guard, Light Attack and Strong Attack to some buttons.

- The setting screen for the Arcade Stick and Controller are different from each other.

COMMAND TIME

You can set the ESP Tactic command input acceptance time into 3 levels.

SHORT - The same length of time as the Arcade version.

MIDDLE - Accepting time is longer than SHORT and it is easier to launch the ESP technique (default setting).

LONG - Accepting time is the longest and you can easily perform the ESP Technique.

BUTTON PRESET - You can set the button assignment to the default setting.

VIBRATION - You can select from the 3 levels when you are using Jump Pack.

GAME SETTING

Select the item by using the directional button up or down, and finalize your choice with R or L DIRECTIONAL BUTTONS.

GAME RANK - You can set the difficulty of the game in 8 levels.

TIMER - You can set the time per round in 5 levels.

ROUND - You can set the number of final rounds between 1 to 4 rounds.

PLAYER SELECT - This is the option that may allow you to change your character at Continuity.

AUTO GUARD - You can set the number of times you can use the auto guard.

FIELD SIZE - You can set the size of Kekkai from 3 sizes.

DISPLAY ADJUST - You can adjust the place of overall screen display.

SOUND SETTING

Select the item by using the UP or DOWN DIRECTIONAL BUTTONS, and with the R or L BUTTONS you can finalize your choice.

When you enter this screen, Background music (BGM) will automatically be played.

BACKGROUND MUSIC VOLUME - Set the volume of BGM during the game.

SE VOLUME - Set the volume of Special Effect during the game.

BGM MODE - You can select the BGM from Arcade Version or Home Arranged Version.

SPEAKER OUT - Select Stereo or Monaural.

EXIT - Return to OPTION MODE.

DATA SAVE/LOAD

Select the item by using the DIRECTIONAL BUTTONS UP or DOWN, and execute with the A or B BUTTON.

SAVE DATA - You can save the data on a memory card.

LOAD DATA - You can load the data from the memory card.

AUTO SAVE - You can select on or off for AUTO SAVE function.

VS RESULT CLEAR - You can erase the record from the VS Result Screen.

EXIT - You can go back to OPTION MODE.

You can write High Score, Clear History, VS HUMAN MODE fighting results and option setting.

CHARACTERS

FREE

MIGHT: ELECTRIC POWER USER

'HUNTER OF LIGHTNING'

Might is a boy who is after Psychics as if he is possessed. He has no recollection of his past, and the only thing that sets him going is his mission. The only things he remembers are his name and Patty, who saved him from a life-threatening wound. However, his mission as a hunter may get to Patty....

	Command: Gauge Usage	Additional Command: Gauge Usage
Elec-trigger	Ⓢ or ⓈⓈ+Ⓢ30%	Direction change (only once) Ⓢ hold in and launch Ⓢ release 0%
Magnet Anchor	ⓈⓈⓈⓈ+Ⓢ30%	
Lightning Hound	ⓈⓈ+Ⓢ40%	Direction change (only twice) Direction Button + Ⓢ 40%
Lightning Sword	ⓈⓈⓈⓈ+Ⓢ40%	
Thunder Break	ⓈⓈⓈ+Ⓢ45%	All the ESP Technique's performance level will go up.
Execution	ⓈⓈⓈ+Ⓢ60%	

KEY: The arrows are direction of button, Ⓢ, Ⓢ or Ⓢ are the assignment of Strong Attack, Light Attack and guard respectively.

Ⓢ = STRONG — Ⓢ
Ⓢ = LIGHT — Ⓢ
Ⓢ = GUARD — Ⓢ

FREE

PATTY: SOUND USER

'MELODY OF MOTHER'

She has a mysterious singing voice inherited from her mother. Patty's warm spirit heals and consoles those who are hurt. She believes that ESP is not the power to hurt others, but that it is to save others. However, she set herself to go to the battlefield in order to find out the truth of how her mother was murdered.

	Command: Gauge Usage	Additional Command: Gauge Usage
Holy-Whisper	Ⓢ or ⓈⓈ+Ⓢ30%	
Sweet Tone	ⓈⓈⓈⓈ+Ⓢ0%	Melody development ⓈⓈⓈⓈ+Ⓢ20%
Prelude Key	ⓈⓈ+Ⓢ20%	Eternal Harp (Resonance of prelude key) ⓈⓈⓈ+Ⓢ50%
Sonic Rhapsody	ⓈⓈⓈⓈ+Ⓢ40%	
Reverse Noise	ⓈⓈ+Ⓢ45%	* Returns the opponent's ESP technique and damages the opponent
Saint Requiem	ⓈⓈⓈ+Ⓢ80%	
Holy Purge	ⓈⓈ+Ⓢ90%	



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Was Son
Noah's H

Air Crescent
Air Slasher
Slipheed Dance
Vortex Stream
Mirage Step
Tri-Crescent
Earth Gale

20

'HER SPIRIT FLOATS WITH THE WIND'

Was Sonia, who disappeared in the violent flames as Noah's HQ exploded, really her sister, Chris? In order to find out the truth, to find Emilio, and to again meet Burn, whom she started to develop feelings for, she launched herself into battle alone. After surviving many attacks, she finally ran into Emilio, who was sent to the Psychic Army as a soldier!

	Command: Gauge Usage	Additional Command: Gauge Usage
Air Crescent	③ or ②②+③30%	
Air Slasher	②②+①40%	
Slipheed Dance	②②②+①45%	Movement Speed will be faster
Vortex Stream	②②+①50%	
Mirage Step	②②①②②②+①50%	* The dash is used to get away from the ESP technique
Tri-Crescent	②②①②②②+③50%	Diffusion ②②②②②+③0%
Earth Gale	②②②+③70%	



Onibi-dama	●●
Renen-fu	●●
Kongo-rin	●●
Goralju	●●
Jubaku-satsu	When a ●●
Fugojutsu	●●

'DESTINATION OF THE JOURNEY TO RID OF EVIL SPIRIT'

He is a senior disciple of Rocked-Genshin, who traveled around the world to eliminate Psychickers in the belief that they are actually the transformation of evil spirits. One day, when Genshin completed his training and went back to his Head Mountain, he saw Eikohya and his fellow disciples completely destroyed. He was told by dying disciples that it was the Psychics deed, and set out on a journey of revenge. Was it Neo Noah or the Psychic Army who destroyed Eikohya?

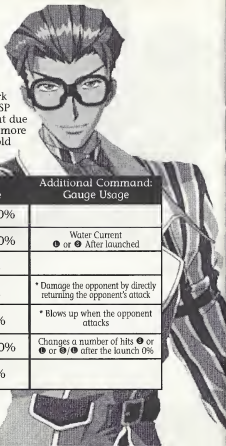
	Command: Gauge Usage	Additional Command: Gauge Usage
Onibi-dama	③ or ②②+③ 30%	
Renen-fu	②②+① 30%	Goho-kyaku ②②+① 30%
Kongo-rin	②②+③ 40%	
Goraiju	③③①③②+① 40%	
Jubaku-satsu	③③②+③ 60% When additional input is successful, ***** marks will appear	One: ③③③③③③(①③)(③③)(③①③) 0% Two: ③③③③③③(③③)(③③)(③①③) 0%
Fugojutsu	③③①③②+① ③ 70%	*Good only when entered after being blown away.

NOAH

CARLO: WATER USER

"SILENT ROUGH WATER"

In the past, he saw his future in Noah led by Keith, formed Neo Noah as a representative of Keith, and started to work on Utopia. He used his sharp brain and ESP effectively and executed his plans well, but due to the treachery of his comrade Gudeath, more than half of Neo Noah's members were sold to Wong.



	Command: Gauge Usage	Additional Command: Gauge Usage
Hydro Spiral	③ or ②②+③30%	
Aqua Javelin	②②③③③+④40%	Water Current ① or ② After launched
Hydro blade	②②+③40%	
Hydro Trap	②②+④45%	* Damage the opponent by directly returning the opponent's attack
Bubble mine	②②②+④50%	* Blows up when the opponent attacks
Aqua Gimlet	②②③③③+⑤50%	Changes a number of hits ① or ② or ③/④ after the launch 0%
Serpent Press	②②②+⑤80%	

NOAH

REGINA: FLAME USER

"FIERY FEMALE FIGHTER"

She is a Neo Noah's female fighter who stakes her life to build Utopia. However, her real motive is fighting for her brother, Carlo. For 2 years, she supported Carlo, gathering comrades of Neo Noah while pursued by the Psychic Army. She could not bear watching Carlo, who is in agony facing the destruction of Neo Noah; she decided to go to the HQ of the Psychic Army to single-handedly put away Wong.



	Command: Gauge Usage	Additional Command: Gauge Usage
Blaze shot	③ or ②②+③30%	Diffuse hold in ③ and launch ② release 0%
Spark Rain	②②+④40%	
Flare Blast	②②+⑤40%	
Burst Whip	②②③③③+④40%	Change in orbit (trace) Control with the direction button at the time of launch 0%
Hyper Napalm	②②③③③+⑤40%	Explosion ① After launch 0%
Flame Chaser	②②②+⑤50%	* Leaves flames on the trace of dash
Atomic Burner	②②②+⑤80%	

NOAH

GATES: CYBORG

"SOUL OF LOST STEEL"

Gates was a cyborg of the Army against Psychics. He failed due to his hatred of Keith who put Gates' wife and daughter to death. 'Feeling' refused the body of the machine, and Gates became unoperational and was captured by Noah. Afterwards, Carlo erased his data (memory) and he was reborn and named Alpha to be the Neo Noah cyborg against the Army.

	Command: Gauge Usage	Additional Command: Gauge Usage
TOW missile	⑤ or ②②+⑤30%	
Boost Arm	②②②②②+⑤30% * Additional entering is to be done after the launch of Boost Arm	Double Boost, ②②②②②+⑤30% File Banger, ②②②②②+⑤30%
Stun Spark	②②+①40%	
G Cracker	②②+①40%	
Plasma Cannon	②②②②②+⑤45%	
All Range Missile	②②②+⑤80%	

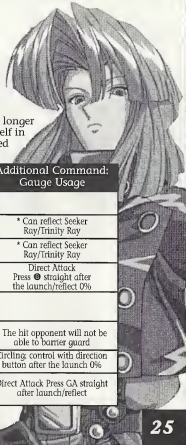
ARMY

EMILIO: LIGHT USER

"FALLEN ANGEL"

He was captured by the Army as an experimental subject when he entered Noah HQ with Burn at the big explosion. Wong saved Emilio from the experiment, and 2 years later he joined the Psychic Army led by Wong. Emilio loves destruction and no longer possesses sadness in his eyes when he glorifies himself in his own power. Not only that, but the powers he used to fear as evil are now awakening within him.

	Command: Gauge Usage	Additional Command: Gauge Usage
Shining Arrow	⑤ or ②②+⑤30%	
Prism Reflector	②②+①20%	* Can reflect Seeker Ray/Trinity Ray
Reflector Dash	②②+①40%	* Can reflect Seeker Ray/Trinity Ray
Seeker Ray	②②②②②+①40%	Direct Attack Press ⑤ straight after the launch/reflect 0%
Prism Shield	②②②②②+⑤40%	
Angel Halo	②②+⑤50%	* The hit opponent will not be able to barrier guard
Arc Angel	②②②+⑤80%	Circling: control with direction button after the launch 0%
Trinity Ray	②②②+①90%	Direct Attack Press GA straight after launch/reflect



ARMY

SETSUNA: DARKNESS USER

"INTO THE DARKNESS OF GREED"

He signed up in the Army after leaving home with a thirst for power. But what awaited him were the days of misery. He was frustrated but then heard news of Wong's "Artificial Psychic Project."

Setsuna immediately volunteered to be an experiment subject. In return for giving his own flesh, he received amazing power. While he is proud to be the strongest, his insanity has begun to consume.

Command:
Gauge Usage

Additional Command:
Gauge Usage

Dark Side soul	Ⓢ or Ⓢ+Ⓢ30%	
Dark Wedge	Ⓢ+Ⓢ40%	
Shady Cloud	Ⓢ+Ⓢ40%	Will reduce the opponent's psycho gauge
Daggers Shadow	Ⓢ+Ⓢ40%	The number of launches will increase. Hold down Ⓢ and then release
Negative Drain	Ⓢ+Ⓢ45%	* grabbing technique which will absorb the opponent's stamina
Mirror's coffin	Ⓢ+Ⓢ50%	
Black sun	Ⓢ+Ⓢ70%	Magnified Hold down Ⓢ button and then release
The Darkness	Ⓢ+Ⓢ100%	*Disable the opponent's Psycho Charge

ARMY

GUDEATH: WEIGHT USER

"INFINITE WEIGHT"

The day he was awakened by ESP, he was filled with ecstasy. He went from being discriminated against to being the discriminator. It was natural for him to switch his side from Neo Noah to the Army by selling out his comrades. The only person he trusts is himself. Everything depends on what he wants and what his mood is. He doesn't care about Carlo's childish Utopia or Wong's unlimited ambition. For Gudeath, the battle is but a game.

Command:
Gauge Usage

Additional Command:
Gauge Usage

Gravity Bullet	Ⓢ or Ⓢ+Ⓢ30%	Setting Hold in and then launch Ⓢ Release
Meteo Hammer	Ⓢ+Ⓢ30%	
Shaving Wall	Ⓢ+Ⓢ60%	Grabbing technique when mid-distant to close to the opponent
Meteor Butcher	Rotate the Direction Button once + Ⓢ70%	Grabbing technique when close to the opponent
Asteroid Belt	Ⓢ+Ⓢ70%	Satellite Fall (Single) Ⓢ+Ⓢ80% Satellite Fall (ALL) Ⓢ+Ⓢ100%
Gravity Infinity	Ⓢ+Ⓢ90%	

ADVICE

STEP 1 - UNDERSTAND THE BASIC OPERATIONS

In "Psychic Force 2012", the dash is the players' basic move. When you are watching the opponent's next move or avoiding the opponent's attacks at the last second, use the dash. Also to self-defend, "Barrier Guard" is the basic operation. While the ordinary guard protects you from the opponents' offense, there is a high risk of being blown away and hitting the "Kekkai" (typically damage the 50% of your own ESP.) In order to utilize the ordinary guard, you need to read into your opponent's Combo or barrier breaks.

STEP 2 - KEEP THE ADVANTAGEOUS PLACE

Avoid the "Kekkai". The game flow will change depending on where you place your character. All in all, the 4 corners or near the walls are dangerous. When your character is attacked near a wall, there is a high risk of being hit against the wall and freezing. You will not have enough time to avoid the barrier and will limit which direction you can run. The 4 corners will further restrict your movement. Depending on your opponent and his/her offensive technique, it may become very difficult to get out of the corner. Make sure to position yourself in an advantageous place.

STEP 3 - VARY YOUR ATTACKS

ESP is very powerful but it takes some time before it activates. Therefore if the opponent reads the attacks you are getting ready for, (s)he can easily avoid your attacks. If you want to make sure that you will successfully attack the opponent, you need to vary the direction you are hitting. Even if the opponent knew what kind of attacks you are preparing, if your attack is shot in a direction your opponent is avoiding, your attack may hit the opponent. Also, single ESP without Combo has strong power, it is extremely effective as a (opponent's) damage source. Not just ESP, but Normal shots are just as effective if you read the opponent's movement in advance and can easily stop the attack with low risk.

Advanced players read into each other's attacks a few steps in advance.

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